(1) Rotations in C.M. and Q.M.

The trouble:
$$U(\alpha_1)$$
 $U(\alpha_2)$ $U(\alpha_1)$ U

e faction on Abelian

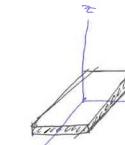
e faction

only when [G. G.] = 0.

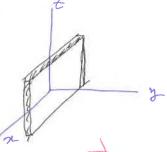
This is broken in general for Rotations.

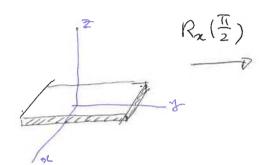
(in Both of CM. and QM.).

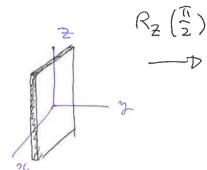
*Note: We're talking about "30" here.

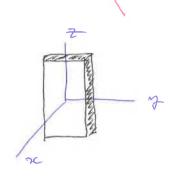












$$\begin{pmatrix} \alpha' \\ \vartheta' \\ 2' \end{pmatrix} = R \begin{pmatrix} \alpha \\ \vartheta \\ 2 \end{pmatrix} ; \qquad RR^{T} = R^{T}R = I$$

- How can we find R?

1) Trigonometry & Approach I 9 Eulen Angles

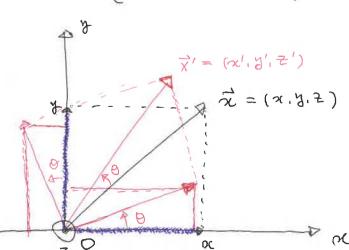
$$R_{7}(\theta) = \begin{cases} cos \theta - sin \theta & 0 \\ sin \theta & cos \theta & 0 \\ 0 & 0 & 1 \end{cases}$$

* NOTE

Hene we consider mailly " ACTIVE" rotations

Active: an object is rotating. while coordinates are still.

passine: (oordinates are notating While an object is still.

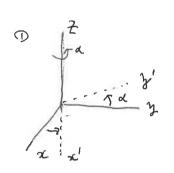


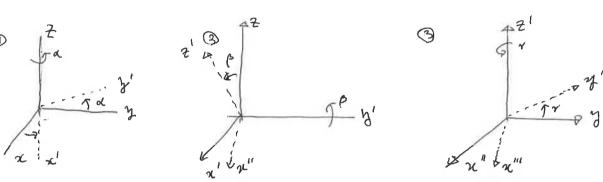
$$x' = (x', y', z')$$
 $x' = x \cos \theta - y \sin \theta$
 $x' = x \sin \theta + y \cos \theta$
 $x' = x \sin \theta + y \cos \theta$

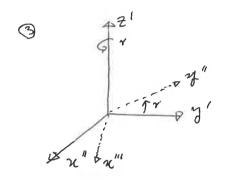
$$R_{\frac{1}{2}}(0) = \begin{pmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{pmatrix}$$

$$R_{\chi}(\theta) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{pmatrix}$$

of a general rotation motorix: Enter Angles







But note that Ryp (RZ(K) = RZ(K) RY(B).

=P Ry'(B) = RZ(a) Ry(B) RZ(a)

RZ((Y) = Ry(B) RZ(Y) Ry(B)

Eulen rotations (fixed-axis rot.)

2) Intinitesimal Rotations & Approach II.

". This is what we held to

find the "Generators" of rotations.

- fix an rotation axis at
$$\vec{6} = 6\hat{n}$$
 to recover "Abelian"

Orthogonality:
$$R^TR = I = (I + A^T)(I + A)$$

= $I + (A^T + A) + O(A^2)$

$$=$$
D $A = -A^T$: antisymmetric.

Only 3 undetermined elements.

i) n= g

i)
$$\hat{N} = \hat{\mathcal{X}}$$

$$A = 0 \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{pmatrix}$$

$$\theta \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{pmatrix}$$

$$x' = x + 97$$
 $x' = x - 97$
 $y' = y$ $y' = y + 0x$
 $z' = z - 0x$ $z' = z$

(ii) Q=2

LD
$$\vec{A} = -\vec{p} \cdot \vec{O} \vec{J}$$
: $[\vec{J}_{\vec{p}}, \vec{J}_{\vec{j}}] = i \vec{z}_{\vec{j}} \vec{z} \vec{J}_{R}$ $||(\vec{k}, \vec{J}, \vec{z}) = (1, 2, 3)|| 10$

$$\mathcal{J}_{1} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & -\hat{i} \\ 0 & \hat{i} & 0 \end{pmatrix}$$

$$\mathcal{J}_{2} = \begin{pmatrix} 0 & 0 & \hat{i} \\ 0 & 0 & 0 \\ -\hat{i} & 0 & 0 \end{pmatrix}$$

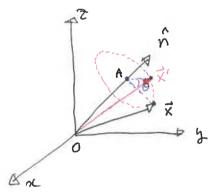
$$\mathcal{J}_{3} = \begin{pmatrix} 0 & -\hat{i} & 0 \\ 0 & 0 & 0 \\ -\hat{i} & 0 & 0 \end{pmatrix}$$

-D Axi3 - Angle Parametrization

$$R_{\hat{n}}(0) = \lim_{N \to \infty} \left(I - \hat{n} (\hat{n} \cdot \hat{J}) \frac{\partial}{\partial n} \right)^{N} = Q$$

$$= P \qquad \bigcap_{\hat{n}} (0) = Q \qquad \bigcap_{\hat{n}} (\hat{J}.\hat{n})$$

" Venification with Trygonometry.



is
$$\vec{OA} = (\hat{n} \cdot \hat{x}) \hat{n}$$

$$\hat{n}$$

$$\hat{n}$$

$$\hat{x}' = \hat{A} \hat{x} \cdot (\sigma_{x} \Theta)$$

$$+ \hat{A} \hat{y} \cdot sin \Theta$$

$$= (\hat{x} - (\hat{n} \cdot \hat{x}) \hat{n}) (\sigma_{x} \Theta)$$

$$\hat{x} = (\hat{x} - (\hat{n} \cdot \hat{x}) \hat{n}) (\sigma_{x} \Theta)$$

$$\hat{x} = (\hat{n} \cdot \hat{x}) \hat{n} + (\hat{n} \cdot \hat{x} \cdot \hat{x}) sin \Theta$$

$$\overrightarrow{X}' = (\hat{x} \cdot \overrightarrow{X}) \hat{x} + (\vec{x} - (\hat{n} \cdot \overrightarrow{X}) \hat{n}) cos\theta$$

$$+ (\hat{x} \times \overrightarrow{X}) sin\theta$$

For
$$\Theta << 1$$
, $\vec{\chi}' \cong \vec{\chi} + \Theta(\hat{n} \times \vec{\chi})$
 $\vec{\nabla} \vec{\chi}' = [I - i\Theta(\vec{J} \cdot \hat{n})]\vec{\chi}$

$$= \overline{D} \left(\overrightarrow{J} \cdot \hat{n} \right) \overrightarrow{X} = \overline{n} \left(\hat{n} \times \overrightarrow{X} \right) = \overline{n} \left(\begin{array}{c} O - N_{\overline{Z}} & N_{\overline{Y}} \\ N_{\overline{Z}} & O - N_{\overline{Z}} \\ \end{array} \right) \left(\begin{array}{c} X_1 \\ X_2 \\ - N_{\overline{Y}} & N_{\overline{Z}} \times \end{array} \right)$$